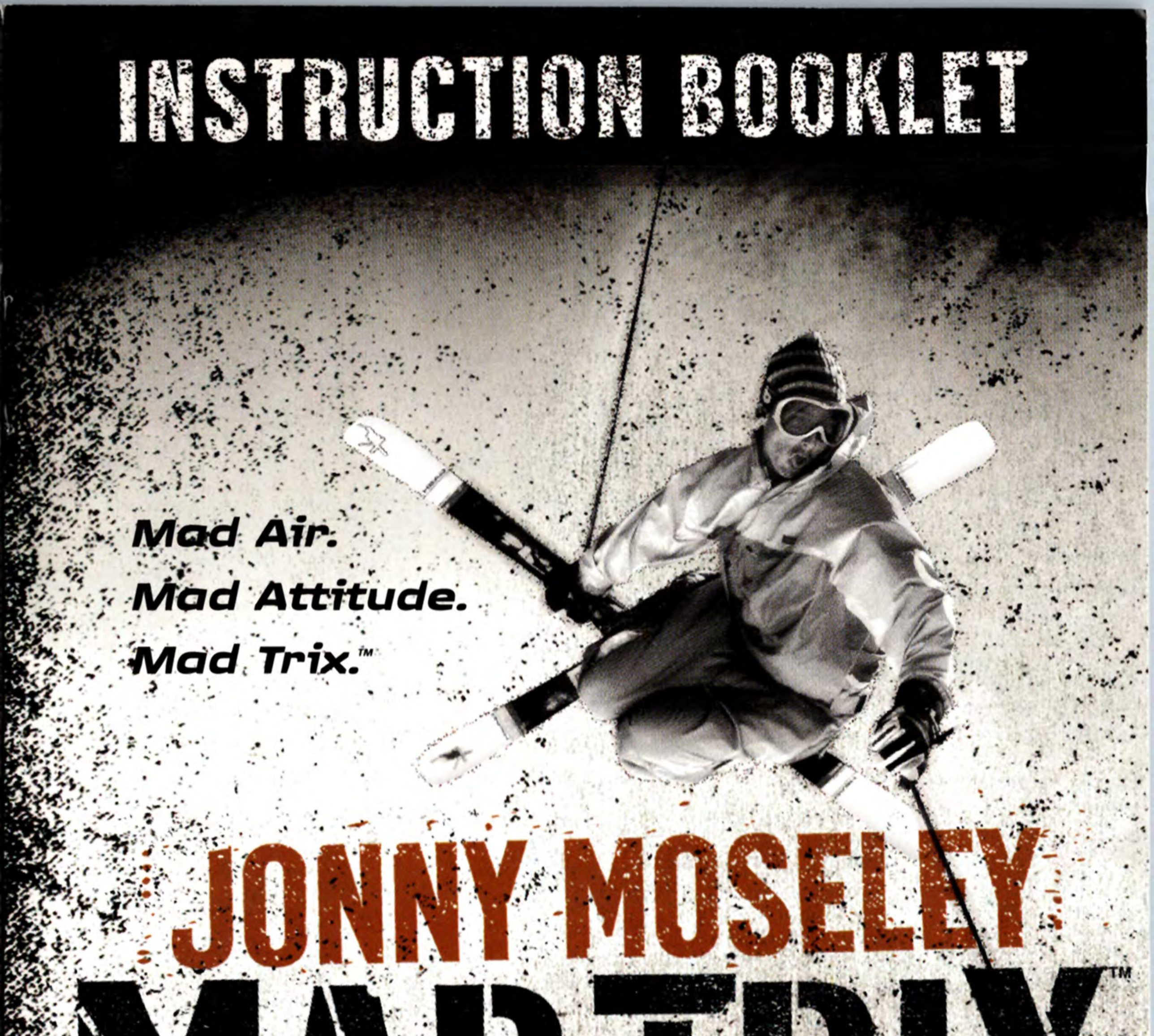
INSTRUCTION BOOKLET



Mad Air.
Mad Attitude.
Mad Trix.™

JONNY MOSELEY MAD TRIX™

TEEN
T
CONTENT RATED BY ESRB

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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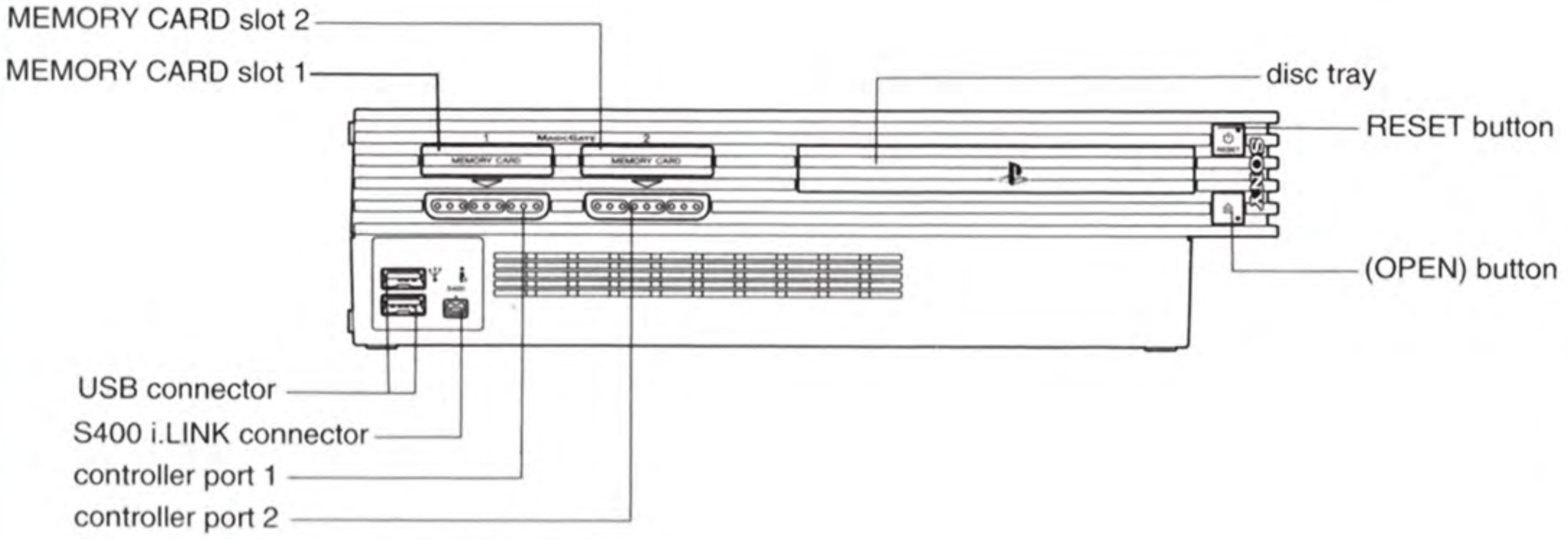
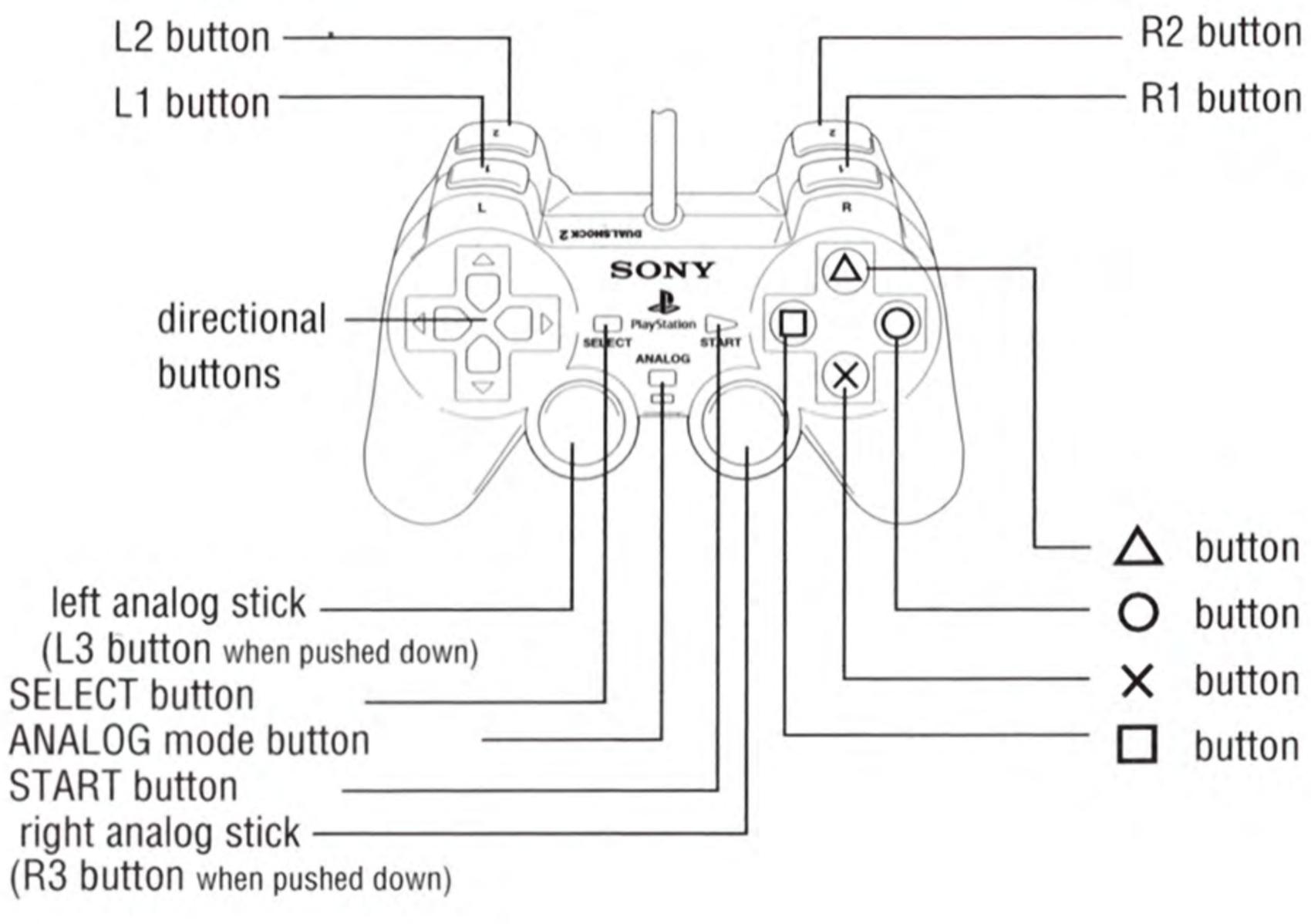
STARTUP INFORMATION



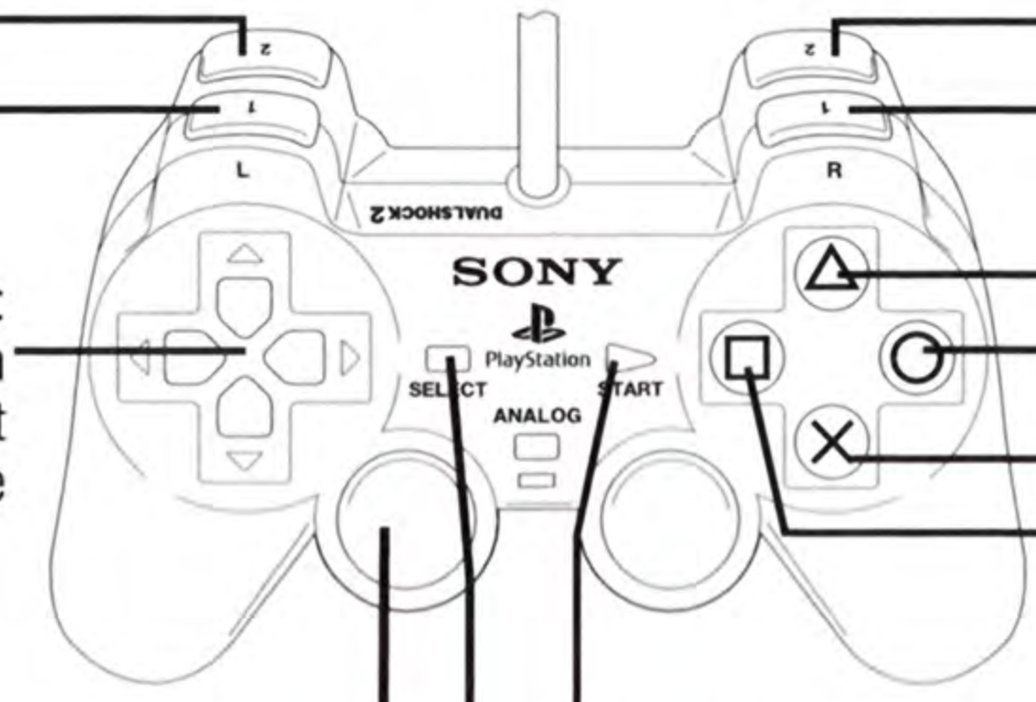
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open. Place the Jonny Moseley Mad Trix™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to load or save information during play, insert a memory card (8MB) (for PlayStation®2) with at least 50KB of free memory in **MEMORY CARD** slot 1. It is advised that you do not insert or remove peripherals or memory cards (8MB) (for PlayStation®2) once the power has been turned on.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



QUICK START



CONTROLS

LEFT ANALOG STICK

Accelerate	Push the left analog stick up
Turn Left, Right	Push the left analog stick left or right
Brake	Push the left analog stick down

ACTION BUTTONS

Tweak Grab	▢ button
Grind	△ button
Ski Switch	○ button
Crouch/Jump	✕ button
Grab 1	L1 button
Grab 2	L2 button
Grab 3	R1 button
Grab 4	R2 button
Pause	Press the START button
Reset Player	Press the SELECT button

DIRECTIONAL BUTTONS

Trick Charge Flip	Press the ↑ or ↓ directional button
Trick Charge Spin	Press the ← or → directional button
Frontflip	Press the ↑ directional button while in the air
Backflip	Press the ↓ directional button while in the air
Spin Left, Right	Press the ← or → directional button while in the air

FREESKIING BASICS

LAUNCHING A TRICK

1. Aim for the hill, ramp or object that you want to jump off of.
2. In order to perform a mad trick, you must make an exceptionally high jump. Perform a Trick Charge by pressing and holding any directional button.
3. While still holding the directional button, press and hold the ⊗ button to charge. Release the ⊗ button to jump.
4. The moment you catch air, press any of the Grab buttons!

RAILSLIDE

A Railslide is the act of sliding skis sideways along the edge of any surface. If you see a rail or any surface that you are able to railslide on, press the △ button to grind on the surface.

GETTING STARTED

Within all menu screens, press the directional buttons to highlight an item, then press the ⊗ button to select it or press the △ button to back out to the previous screen. Press the ◎ button to open the Help Menu.

PLAYER MODES

COMPETITION

Choose any of the available skiers and progress through the Slopestyle or Big Mountain courses (see Venues). Compete in tournaments for medals, receive new equipment, and star in your own ski movie! As your skiing abilities increase, you will unlock new, more challenging venues to ski in as well as find new freeskiers.

FREERIDE

Freeride removes all the pressure of competition and allows you to fully explore each venue with no time limits or restrictions. This is a good mode for learning the courses or finding unexplored paths in courses you've already mastered. Take the run at your own pace, try new moves, or just enjoy a leisurely ski down the mountain without the world watching.

OPTIONS

SOUND

Customize all music and sound effect settings.

CONTROLLER

Select a controller configuration for any available controller.

Turn the DUALSHOCK®2 analog controller vibration setting ON or OFF. This is only available if a DUALSHOCK 2 analog controller is plugged in.

SAVE/LOAD

Select this option to save or to load a previously saved game from the memory card (for PlayStation®2).

CREDITS

View game credits.

THE STORY OF FREESKIING

MAIN ENTRY: **FREESKI**

PRONUNCIATION: **FRĒ′- SKĒ**

Definition: Also called "new-school skiing", freeskiing is all about tricks. Whether it's in the terrain parks or on a mountain, it's about big air, lots of grabs, railslides, and anything else that freeskiers can think up. New twin-tipped skis have evolved the same way that snowboards and skateboards did, enabling freeskiers to take off and land normally or Switch (backwards).

Several years ago, skiing was the dominant snow sport. Those who wanted to do something more creative and innovative gravitated toward snowboarding. But now, the opposite is true...snowboarding is the more prevalent sport. The people who want to do something more innovative and creative now choose freeskiing.
The biggest reason is that freeskiing uses two skis as opposed to one snowboard, so the number of grabs and tricks you can do is much larger than with snowboarding.

Jonny Moseley, who is one of the leaders of the freeskiing movement, is the man behind this game. In fact, he is not only the star of the game, but he has been a huge part of the design.

Moseley won a gold medal in the '98 Olympics for Freestyle Moguls and was one of the first skiers to start introducing freeskiing-based tricks into more formal competitions like the Olympics. Jonny won the gold by being the first to huck a sick 360 Mute Grab when no one else was doing that type of trick. He blew everyone away.
Since winning the gold, Jonny has been using his celebrity status to share freeskiing with mainstream America.

FREESKIERS

PROS

JONNY MOSELEY

Jonny won the gold medal in the 1998 Winter Olympics in the freestyle mogul event. He revolutionized skiing by bringing a non-traditional, "extreme" style to the event and became world famous for his "360 Mute Grab". He came home a national hero, and has been competing in other events and enjoying his celebrity status ever since. One of the major American hopefuls going into the 2002 Winter Olympics, Jonny will be sure to bring his freeskiing style to the normally traditional event.

TANNER HALL

Hall, who turned pro when he was only 10 years old, has been recognized by Powder Magazine as one of the "20 Leaders of the Next Regime of Skiing". At 17, he is still one of the youngest riders out there, but you wouldn't know that seeing his winnings. Hall has kicked off 2001 in stellar fashion with a gold medal in the Ski Big Air competition at the 2001 Winter X Games, 1st place finishes for Ski Big Air at the US Open and the Red Bull Huckfest, as well as two silver medal wins in Big Air and Quarterpipe at the 2001 Japan CORE Games. Although Hall specializes in big air, he is highly skilled in many disciplines including Big Mountain, Slopestyle, Halfpipe and Quarterpipe."I'll take powder over anything - it's my intoxicant of choice. I was skiing neck-deep powder when I was three-feet tall." - Tanner Hall

EVAN RAPS

Originally from New York, Evan Raps split the Big Apple and now chills out on the slopes of sunny California. Raps is a notorious trickologist, well known for his 50-foot "Lawn Dart" in Red Bull's Freeride Contest in 1998 and his "Miracle Whip" (backflip into a late 360). When he's not throwing tricks at the ski parks, you can find him in major freeskiing movie productions like "Global Storming", "13", and "Fifty". Recent accomplishments include 2nd place at the Moseley Invitational, 2nd place at the Gravity Games, 3rd at ESPN's Winter X Games, 2nd at Japan's CORE Games and 5th at the World Ski and Big Air Contest in Whistler, BC.

VINCENT DORION

The man that's credited with pioneering Switch (backwards) skiing, Vincent Dorion proved to the world that you could land and take off just as well backwards as you could forwards. Vincent has long been considered the greatest innovator in the freeskiing movement. Two years ago, he pioneered the Tip-cross 900, last year it was the unbelievable "Underflip", and nobody knows what Vincent has in store for the freeskiing world this year. Vincent's most notable finishes recently are his Slopestyle win at the 2001 US Freeskiing Open in Vail and 1st place in Big Air at the Telus Ski and Snowboard Festival in Whistler, BC.

NEW FREESKIERS

A.T. BARRON

Unlike most other skiers who didn't start freeskiing until they had a couple of ski seasons under their belt, A.T. got his start the third day he was on skis. He started a casual conversation with a couple of cute girls and inadvertently followed them up to Double Black Diamond Run. After a friendly "See ya at the bottom", a wink, and a smile, A.T. was left with a difficult decision–flag down the Ski Patrol and get a ride down the hill or risk his life to impress the girls. With a war cry worthy of a

Roman gladiator, he darted down the mogul-covered mountain. Miraculously, he survived the ordeal with a few bumps and bruises and walked away from the slope with a newfound appreciation for the sport. A.T. often finds himself "biting off more than he can chew", but because of his quick reflexes and carving abilities, he usually walks away from the situation in one piece.

MIKI IIJIMA

Born in Hawaii, Miki Iijima started her skiing career on water-skis jumping off of ramps and wakes. She moved to the mainland to go to college and decided to give snow skiing a try. She instantly fell in love with the freedom of snow skiing because she was able to go wherever she wanted to go, and control her own speed, instead of just being dragged behind a boat. Because of her previous background, she's no stranger to catching air, but she's still fairly inexperienced compared to the other skiers. She says that snow skiing has changed her life, and now she's ready to try freeskiing. She loves the freedom and she even has a tattoo...but she's reluctant to reveal its location.

PHAT EARL GROGAN

Earl Grogan was groomed to be a World Class Skier. He had the skills, but his attitude got him banned from most of the officially sanctioned competitions. After one judge gave him a score that he thought was lower than he deserved, he did a grind on top of the judges' table and punched the judge in the face. It wasn't only the judges that had a grudge with Earl, it was the other competitors as well. Ever since the "E-Z Cheese in the Ski Boots" fiasco in the 1998 World Games, Earl hasn't been allowed to compete in contests that require "good sportsmanship". That's just fine with Earl. Now he lives to Heli-Ski down the most dangerous ungroomed terrain he can find. His attitude is, "The more dangerous the mountain, the better the tricks."

BETH "WILD CHILD" CLARK

Well-to-do Mr. and Mrs. Clark took their little girl, Beth, to the ski slopes at the tender age of 5. Since then, Beth has been skiing every chance she can get. With a pair of overprotective parents and a rebellious attitude, the phrase "Don't do that, it's dangerous...", only entices Beth to disobey them and go for it. As Beth grew up, her skills got better and even more crazy. Her gut reaction to the phrase, "That's impossible", is to yell, "Just watch me!" She represents the gray area between fearless and just plain crazy, and if there's a challenge to be met, she'll take it. She'll look good doing it, too.

SKIER X

Skier X made his first appearance during a 3DO Invitational Ski Tournament. He showed up unannounced, went to the starting gate, ran the course, and walked away with the gold medal. He's been seen Heli-Skiing the most dangerous mountains in the world. When he hits the bottom, he just packs up and goes home. He's beaten just about every skier in the world, but he's never gone up against Jonny head-to-head. That's a competition that would be too close to call.

HEADS UP DISPLAY

MEDAL HUNT / SCORE TO BEAT (UPPER LEFT HAND CORNER OF THE SCREEN)
This is the Total Trick Points you need in order to succeed in the level. In Slopestyle, it shows the Total Trick Points you need for the next available medal. In Big Mountain, it shows you the Total Trick Points you need to complete the level.

TIME REMAINING (LOWER LEFT CORNER)
Your Time Remaining is the amount of time left before you have to cross your next checkpoint or finish line.

SPEED (LOWER RIGHT CORNER)
Speed indicates your current skiing velocity.

TOTAL SCORE (UPPER RIGHT CORNER)
Total Score is your Total Trick Score.

TRICK SCORE (DISPLAYS IN MIDDLE OF SCREEN, THEN FADES AWAY)
This is the Trick Points received from successfully landing an individual trick.

TRICK NAME (DISPLAYS IN MIDDLE OF SCREEN, THEN FADES AWAY)
This is the name of the last trick successfully performed by the skier.

VENUES

SKI CAMP

Definitely advised for first time skiers. Ski Camp will take you through the basic tips and tricks necessary to succeed in any Slopestyle or Big Mountain course. Give it a try, it don't cost nothin'.

SLOPESTYLE

Slopestyle courses are manmade sculpted tournament courses set in the places Jonny Moseley has always wanted to ski. Slopestyle courses pit you against other skiers' Trick Scores for gold, silver and bronze medals. As you collect medals, you automatically gain new equipment and other perks of the industry. Gain enough fame, and you'll be asked to star in your own ski movie in Big Mountain mode!

SAN FRANCISCO

San Francisco is the first Slopestyle course available to you. It's Jonny Moseley's hometown, and freeskiing's top skier has personally designed the course. San Francisco is a great place to master basic skills such as hitting kickers and doing grinds, all while traveling through such scenic areas as Chinatown, Pier 39, and the world famous Lombard Street. Master your skills here and you will even be able to grind down the cables of the Golden Gate Bridge!

ROME

What better place to spend a holiday than skiing through the many ruins and tourist attractions of ancient Rome? Rome is as famous for its many grind opportunities as it is for places like the Coliseum and the Trevi Fountain. Whether you are skiing down a frozen canal or hucking from rooftop to rooftop, this is the best way to see the city...new-school jibbin' style.

MACHU PICCHU

The high altitude of Machu Picchu provides monstrous air along with harrowing shortcuts that will score you big Trick Points if you dare. Since these ruins were not made for skiing, there are many places that can just fall away from under your skis if you are not careful. Gap jumps and step-ups are everywhere. If you have not mastered your freeskiing abilities by the time you take on Machu Picchu, you will end up like the Incas...extinct.

LAS VEGAS

Do you feel lucky? It takes more than sick moves to win a gold medal in Las Vegas. A wide variety of kickers and rails mean everything you've learned will be tested. Each section of the course has a different theme and a different challenge. Good luck...

WASHINGTON, DC

The nation's capital is the setting for the toughest Slopestyle course in the tournament. America's most famous monuments are the backdrops for a non-stop series of tricks that don't give you much time for sightseeing. But make sure to check out all of the top tourist attractions; you just might find some of the biggest scoring trick opportunities yet!

BIG MOUNTAIN

Get dropped off at the top of the mountain by helicopter and travel down the mountain at ludicrously dangerous speeds! Unlike Slopestyle courses, Big Mountain courses are completely natural terrain with no manmade kickers, big air ramps or rails. Every trick opportunity here is naturally formed. Instead of competing for medals, you must make it down the hill with a certain Trick Score in order to complete the level. Have a good enough

run, and your trip down the mountain will be the centerpiece in the next Matchstick Productions ski movie!

LAKE TAHOE

Lake Tahoe is where Jonny Moseley first learned to ski. While most of the terrain is mountainous, part of the course runs through the world famous Lake Tahoe Resort. Trick opportunities abound, and this is the perfect level to get a handle on the differences between skiing in a Slopestyle tournament and trying to survive on a Big Mountain course. It's just you versus the mountain...

ALASKA

Known to the freeskiers as "AK", Alaska is one of the most popular places in the world for Big Mountain skiing. The trick opportunities are clean, but there are a variety of hazards and other obstacles to navigate. Not completely uninhabited, there are many manmade secret areas to find and explore. Remember, rooftops make nice kickers!

NEPAL

Nepal is famous for being home to some of the world's largest and most dangerous mountains...perfect for skiing! Huge drops, incredible speeds, and some of the most gorgeous views in the world dominate this run. Use everything and anything to huck tricks.

MT. KILIMANJARO

With its powerful blizzards and gale force winds, Mt. Kilimanjaro makes for a dangerous place to ski. Hidden beneath the snow lies what seems to be a dormant volcano. Huge ash pits created many years ago by the volcano make dangerous obstacles for skiers. While the top of the mountain is covered in snow, the exposed mountainside is covered in black jagged lava rock. Be careful!

ANTARCTICA

A barren wasteland to most people, Antarctica is home to mountains, giant icebergs, and naturally formed ice caves perfect for freeskiing. Besides the naturally formed trick opportunities, this unexplored area provides many surprises for any skier who dares take on the frozen tundra.

TRICKS

There are four basic categories of tricks in Jonny Moseley Mad Trix: **Grabs, Grinds, Big Air Tricks** and **Signature Moves.** Any skier at any point in the level can do Grabs, Grinds, and Big Air Tricks. But only specific skiers under specific conditions can perform Signature Moves. The harder the trick, the more Trick Points you'll receive.

GRABS

The term "Grab" encompasses all tricks performed where the skier grabs one of the skis or places his or her body in a unique pose. To perform a Grab, press and hold different combinations of Grab buttons while in midair. The longer you hold the Grab button, the longer the character holds the Grab.

BASIC GRABS

All skiers can perform any Basic Grab.

INDY

L1 button

Lift and bend the leg up to the chest. With the hand on the same side of the body, grab the bottom of the ski under the boot (i.e. left hand to left ski, right hand to right ski).

TAILGRAB

L2 button

Bend both knees and grab the tail of the right ski with the right hand while keeping your boots together. Sit back and bend your knees to keep balanced, and keep your skis parallel to the ground.

MUTE

R1 button

Grab and pull at the ski just in front of the boot/toe with the opposite side hand to make the skis cross and tweak sideways and backwards (i.e. right hand grabs the left ski and pulls it in to make a nice cross).

JAPAN

R2 button

Kick a leg straight out to the side and tuck the other leg under the butt, resembling a flying sidekick. Grab the heelpiece binding of the tucked leg with the opposite side hand behind your back (i.e. right hand grabs left binding, left hand grabs right binding).

STALEFISH

L1 + R1 buttons

The Stalefish (or Stale) is pretty much a Japan, but with the body and legs upright as opposed to the "sliding into home" position of a Japan.

SAFETY

R1 + R2 buttons

Raise both knees up toward the chest and grab the center of the right ski with the right hand.

LEAN

L1 + L2 buttons

Arch your back toward the left side of your body and grab the left edge of your left ski with your left hand.

PARALLEL

L2 + R2 buttons

Bend both knees up toward your chest, reach over the left thigh with your right hand, and grab the center of the left edge of the left ski.

PHIL GRAB

L1 + R2 buttons

This is essentially the same as an Indy Grab, but the leg is not lifted as high and the skis are crossed. The grab is still under the same side boot, but the ski being grabbed should be crossed over the other one (i.e. left hand to left ski, right hand to right ski).

ILLEGAL GRAB

R1 + L2 buttons

To perform an Illegal (skis are tucked behind the back parallel), grab the same side hand on the outside of the ski (i.e. left hand/left ski, right hand/right ski).

CRITICAL

L1 + L2 + R1 buttons

Bend both knees, grab the left edge of the tail of your right ski with your right hand, and cross your tips while pulling the tail toward your body.

ROCKET

L1 + L2 + R2 buttons

With your legs horizontal and skis straight in front, angle the ski tips slightly toward the face and reach across the body to grab the opposite ski (i.e. left hand to right ski, right hand to left ski).

METHOD

R1 + R2 + L1 buttons

With your legs horizontal and skis straight in front, angle the ski tips slightly toward your face and reach across to grab a ski with the same side hand (i.e. left hand to left ski, right hand to right ski).

TAI PAN

R1 + R2 + L2 buttons

The Tai Pan is a modified Mute with the grab done behind the legs (i.e. right hand reaches behind the right thigh to grab the left ski, left hand reaches behind the left thigh to grab the right ski). The outside edge of the ski is grabbed.

SIGNATURE GRABS

To perform a Signature Grab, collect a Moseley Cookie and press L1 + L2 + R1 + R2 in the air after taking off at maximum speed.

TWEAKING GRABS

Tweaking means "to put more exaggeration or emphasis on a Grab or pose". The player may Tweak a Grab by pressing and holding the ■ button while the skier holds the full extension of a Grab.

GRINDS

Grinding is the act of sliding skis along the edge of any surface (such as the edge of a picnic table, a step, etc.). To Grind, press the △ button when the skier's skis come into contact with a grindable surface, either by skiing onto or by jumping onto a grindable edge. All skiers can do the typical "Railslide". Each character also has his or her own Signature Grind.

NOTE: The Switch button has no effect while grinding.

SIGNATURE GRINDS

If you press and hold the ■ button while grinding on a grindable edge, you'll perform your Signature Grind instead of the standard Railslide. Each player has one unique Signature Grind.

BIG AIR TRICKS

Big Air Tricks are Spins, Flips, Mistys, and Rodeos, as well as all possible variations of these moves. In order to do a Big Air Trick, you must combine getting air with a Big Air rotation. Big Air Tricks are best done by pressing and holding any directional button and pressing the ✕ button to jump.

SPINS

Spinning is defined as "a skier rotating either left or right while in midair". Perform a Spin by pressing either the ← or → directional button while in midair. If you continue to hold the same button while in midair, you'll continue to Spin. However, the longer you Spin, the slower the rotation becomes.

FLIPS

Flipping is defined as "a skier flipping either forward (Frontflip) or backward (Backflip) while in midair". Perform a Flip by pressing either the ↑ or ↓ directional button while in midair. If you continue to hold the same directional button while in midair, you'll continue to Flip. However, the longer you Flip, the slower your rotation becomes.

MISTYS

Mistys are defined as "the skier performing a combination of a Frontflip and Spin while in midair". Perform a Misty by pressing either the ↖ or ↗ directional button while in midair. Hold the same button while in midair and you'll continue to do a Misty. However, the longer you perform a Misty, the slower the rotation gets.

RODEOS

Rodeos are defined as "the skier performing a combination of a Backflip and Spin while in midair". Perform a Rodeo by pressing either the ↙ or ↘ directional button while in midair. If you continue to hold the same directional button while in midair, you'll continue to perform a Rodeo. However, the longer you do the Rodeo, the slower your rotation becomes.

SIGNATURE BIG AIR TRICKS

Signature Big Air Tricks are the highest scoring tricks in the game. Signature Big Air Tricks combine Spins, Flips, and Rolls. To perform a Signature Big Air Trick, eat a Moseley Cookie, travel at maximum speed, and execute a Misty or Rodeo. No Grabs or Tweaks can be done during a Signature Big Air Trick.

JONNY MOSELEY

SIGNATURE GRAB

Nut Buster

Grab a ski with your hand and kick the opposite leg out.

SIGNATURE GRIND

Backslide

This is similar to a Railslide, except that you slide only on your back foot while bending your front leg and grabbing the outside edge of your front ski.

SIGNATURE BIG AIR TRICK

Dinner Roll

This is the move that Jonny Moseley made famous; it's his own version of a Rodeo.

TANNER HALL

SIGNATURE GRAB

Smokestack

Take off on your skis and spread your arms wide open while looking upward.

SIGNATURE GRIND

Edgeslide

This is similar to a Railslide, but you slide on the inside edges of your skis (i.e. the legs come together a little to help this).

SIGNATURE BIG AIR TRICK

Flat Spin

Approach the jump forward and sit back like you're going into a Rodeo, but don't let yourself get inverted. Instead, rotate onto your side. When you are at a 90-degree angle, continue the rotation on your hip with your body horizontal to the snow. Don't forget to come out of your rotation by dropping your legs back to the ground. Your head looks forward and your arms extend up and out.

EVAN RAPS

SIGNATURE GRAB

Cardiac Arrest

This is a modified Mute Grab. Bring both arms up and grab over both knees.

SIGNATURE GRIND

50-50

A "50-50" is a grind in which one ski grinds parallel to the rail while you use the same hand to grab underneath the other ski, just slightly forward of the boot.

SIGNATURE BIG AIR TRICK

D-Spin

The D-Spin is an inverted flat 720 Spin. Basically, it's a Corked Spin (flat or horizontal spin) that rolls inverted (upside down) then back to Corked Spin. Evan Raps originally named this move.

VINCENT DORION

SIGNATURE GRAB

Wrong Side Tailgrab

Do a Tailgrab, but grab with the opposite hand.

SIGNATURE GRIND

The Hunter

This move is almost a Railslide, except that your trailing (back) foot is pushed far back at an angle.

SIGNATURE BIG AIR TRICK

Switch 9

This trick is a giant in-air spin. Cross your skis and wave your arms slightly.

A.T. BARRON

SIGNATURE GRAB

Shifty

Twist your body with your knees bent together and crossing over the body.

SIGNATURE GRIND

Spin Grind

Approach the rail, Spin 90 degrees and Grind the rail. Then, immediately Spin 180 degrees while sliding. Your shoulders keep moving in the direction you want to rotate the whole time so your lower body rotates naturally when you are ready.

SIGNATURE BIG AIR TRICK

Bio

This move is a "corked" or off axis Spin, but to the front.

MIKI IIJIMA

SIGNATURE GRAB

Toxic

Similar to a Tailgrab, but you grab the ski closer to the boot and on the inside edge.

SIGNATURE GRIND

Frontslide

This move is almost a Railslide, except you only slide on your front foot while bending your back leg and grabbing the outside edge of your back ski.

SIGNATURE BIG AIR TRICK

Lawn Dart

Jump headfirst with the body horizontal and the arms down against the body.

PHAT EARL GROGAN

SIGNATURE GRAB

Flying Fish

Bend your left knee up toward your chest, extend your right leg out straight, and use your right hand to grab the right edge of your right ski in front of the binding. Stretch your arm out over your right ski as if to sit on the floor touching your toe.

SIGNATURE GRIND

Soul Grind

Approach the rail and jump on it so that your front leg extends out straight with the ski perpendicular to the rail. The back foot remains parallel to the rail with the soul plate resting on it and the back leg bent so you are sitting as low as possible.

SIGNATURE BIG AIR TRICK

Corked

This move is a 720-degree Flat-spin or a Horizontal Spin (semi-inverted). Instead of the feet spinning below the skier, the skier's body spins on a horizontal rotation.

BETH "WILD CHILD" CLARK

SIGNATURE GRAB

Double Handed Japan

Similar to a Japan, perform a same-side hand grab in front of the boot.

SIGNATURE GRIND

Uller

Beth's signature grind, the Uller Grind, clearly shows off her feminine poise. While balancing on her forward leg, the back leg is quickly kicked back and held out. She's grinding on one leg!!!!

SIGNATURE BIG AIR TRICK

Lincoln Loop

Visualize doing cartwheels in the air, only tucked up in a ball and not fully extended. After "popping" off the lip of the jump, throw the head over the shoulder in the direction you want to rotate. Tuck the legs up to the chest and the body will follow, causing a barrel roll in the air. After the barrel roll, extend the skis down and get into position to land.

SKIER X

SIGNATURE GRAB

Lui Kang

This requires a similar body layout as the Japan Air, but you must grab the tucked leg's front toe piece with the hand on the same side of the tucked leg (i.e. left hand grabs tucked left ski, right hand grabs tucked right ski).

SIGNATURE GRIND

Crisscross

Similar to a Railslide, but the skis are crossed instead of parallel. Approach the rail and Spin 90 degrees, railsliding an edge with skis in a crossed position and facing sideways. The rail is straddled at the point where the two skis cross.

SIGNATURE BIG AIR TRICK

Unknown! Earn Skier X and see!

POWER-UPS

MOSELEY COOKIE

Jonny Moseley entered his first skiing tournament when he was a kid just to win some free cookies. In essence, collecting cookies launched the career of the top modern day freeskier! The Moseley Cookie looks like a small cookie with special effects swirling around it. When collected, the Moseley Cookie increases the air the player can get as well as the player's trick rotation speed for a limited time.

SPEED BOOST

The Speed Boost power-up is represented by a pair of skis and, when collected, increases your top speed.

TRICK MULTIPLIERS

2X MULTIPLIER

The blue silhouette of Jonny Moseley's 360 Mute Grab represents the 2X Multiplier. This power-up increases the number of Trick Points you get by a factor of 2 for the tricks you are doing.

4X MULTIPLIER

The red silhouette of Jonny Moseley's 360 Mute Grab increases the number of Trick Points you get, for the tricks you are doing, by a factor of 4.

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COACH COOPER'S TIPS

COACH COOPER'S INSIDER TIPS

Insider tips from Jonny Moseley's coach, Coach Cooper!

1. Signature Big Air Moves and Grabs can only be done after eating a Moseley Cookie.

2. Make sure to Trick Charge and Jump Charge for the sickest aerial tricks.

3. Select your equipment carefully as it affects your skier's abilities.

4. Check for hidden areas on early levels once you have new equipment

5. Use the Tweak Button to Tweak out your Grabs. This will earn you big Trick Points.

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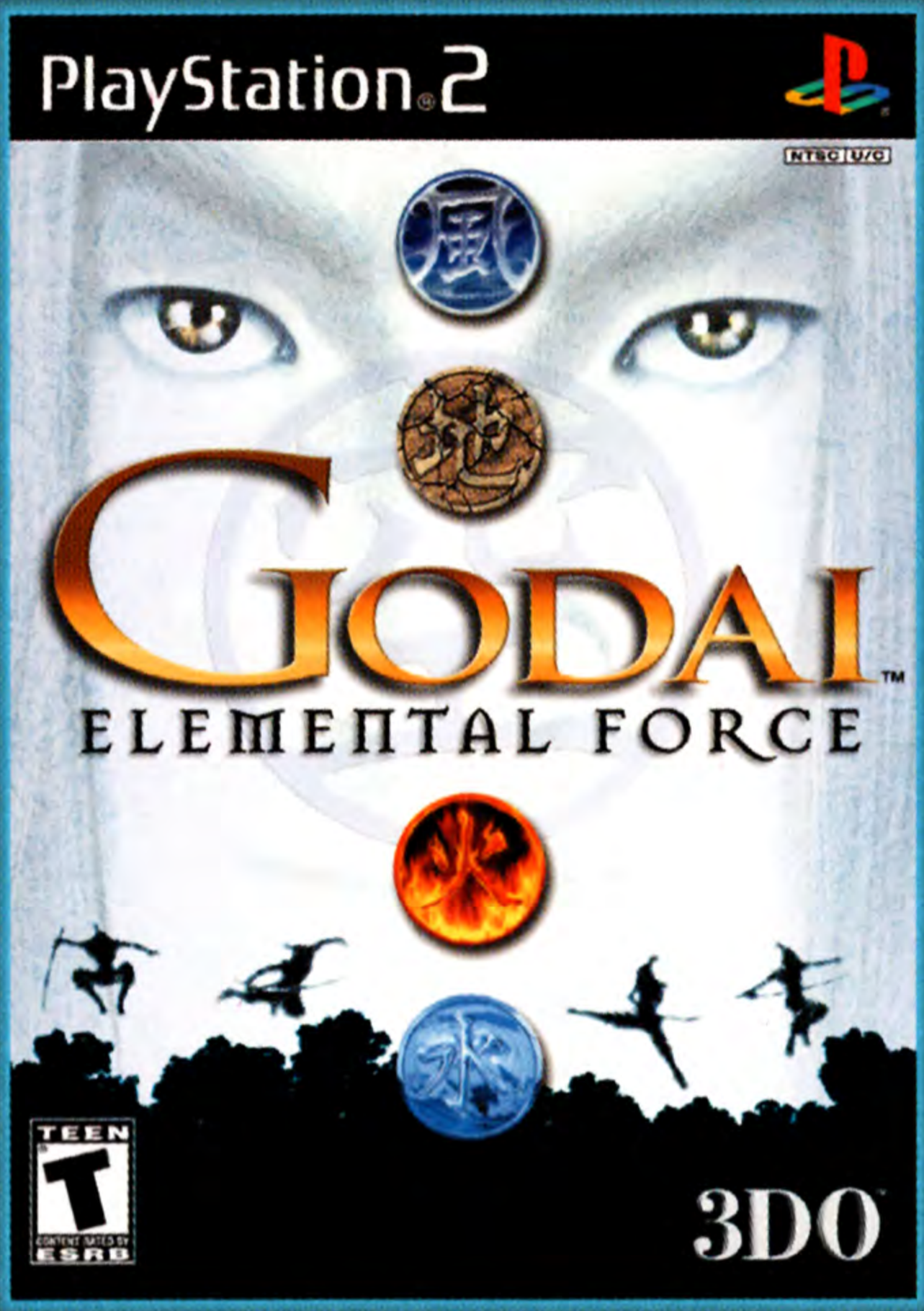

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